



Immersive Environments in ADL

Mr. Peter Smith,
Lead, ADL Immersive Learning Team

08/20/2009

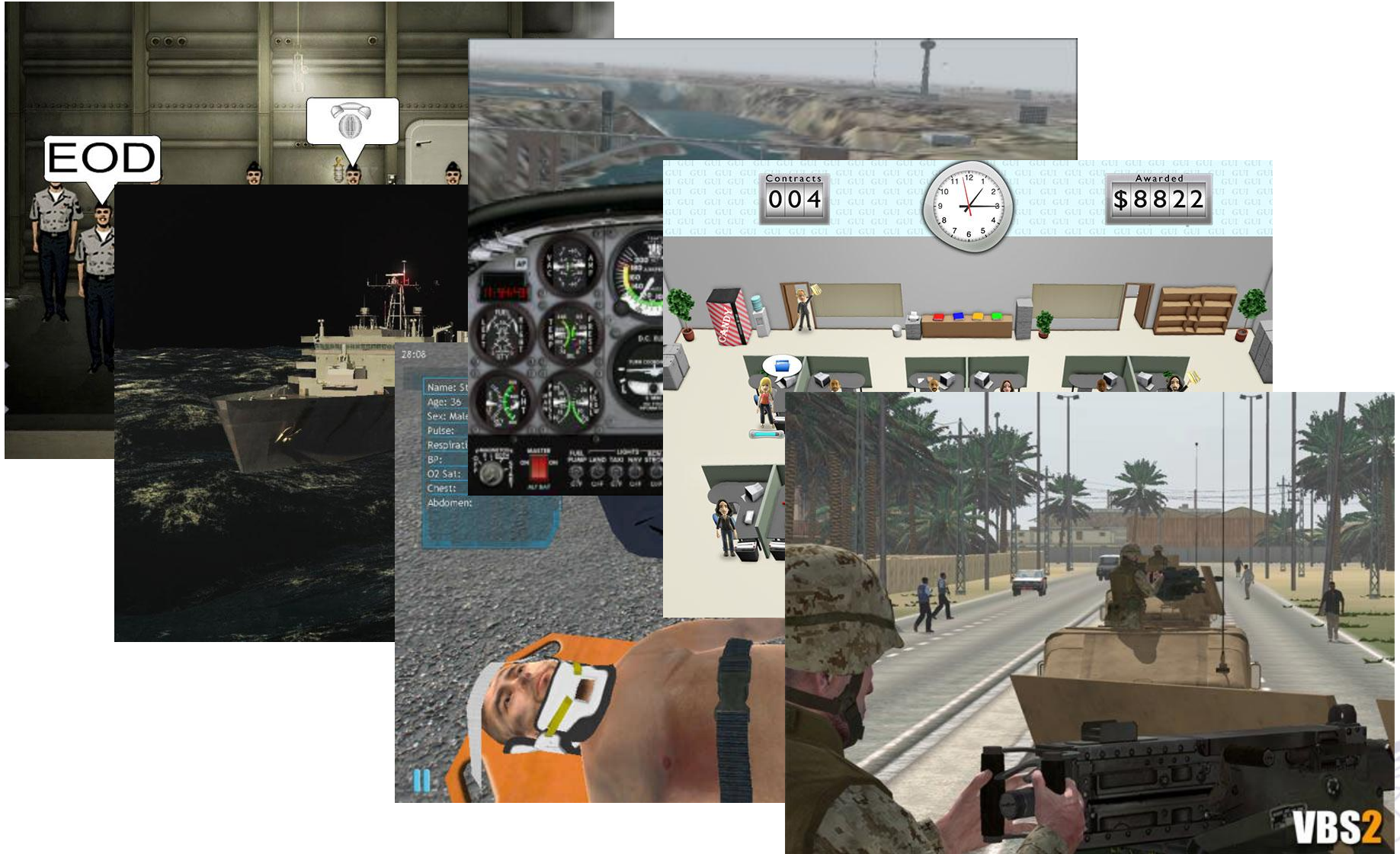
- Current beliefs
 - Better than conventional CBT
 - Faster than classroom
 - Cheaper than simulation
- Issues
 - Currently not enough research
 - No standards/metrics for doing research
 - No agreed upon definitions

The Market is Quickly Growing

- Offer new ways to do old things
 - Learn
 - Experience
 - Motivate
 - Interact/Immerse
 - Observe
- Target a wide array of audiences
 - Business
 - Training
 - Education
 - Entertainment
 - Community



Lots of Current Development



Games



Features of Games

- System/Simulation
 - Underlying model that makes the game work
- Players/Interaction
 - Interact with and control a game
- Artificial/Narrative
 - A game has a boundary from the “real world”
- Conflict/Challenge
 - Game is contest between players and system or others
- Rules
 - Delimit what the player can do
- Outcomes/Feedback
 - Games have quantifiable goals outcomes



Virtual Worlds



Virtual worlds have six features in common

- Co-existence
- Graphical User Interface
- Presence
- Interactivity
- Persistence
- Socialization/
Community-building



www.qwaq.com

Virtual worlds are closed environments today

- 3-D, immersive environment
- Boutique-style
- Online
- Robust social media
- Asynchronous/Synchronous



...but we hope to one day have open virtual worlds.



Web 2.0

Leveraging Browser-based Tools

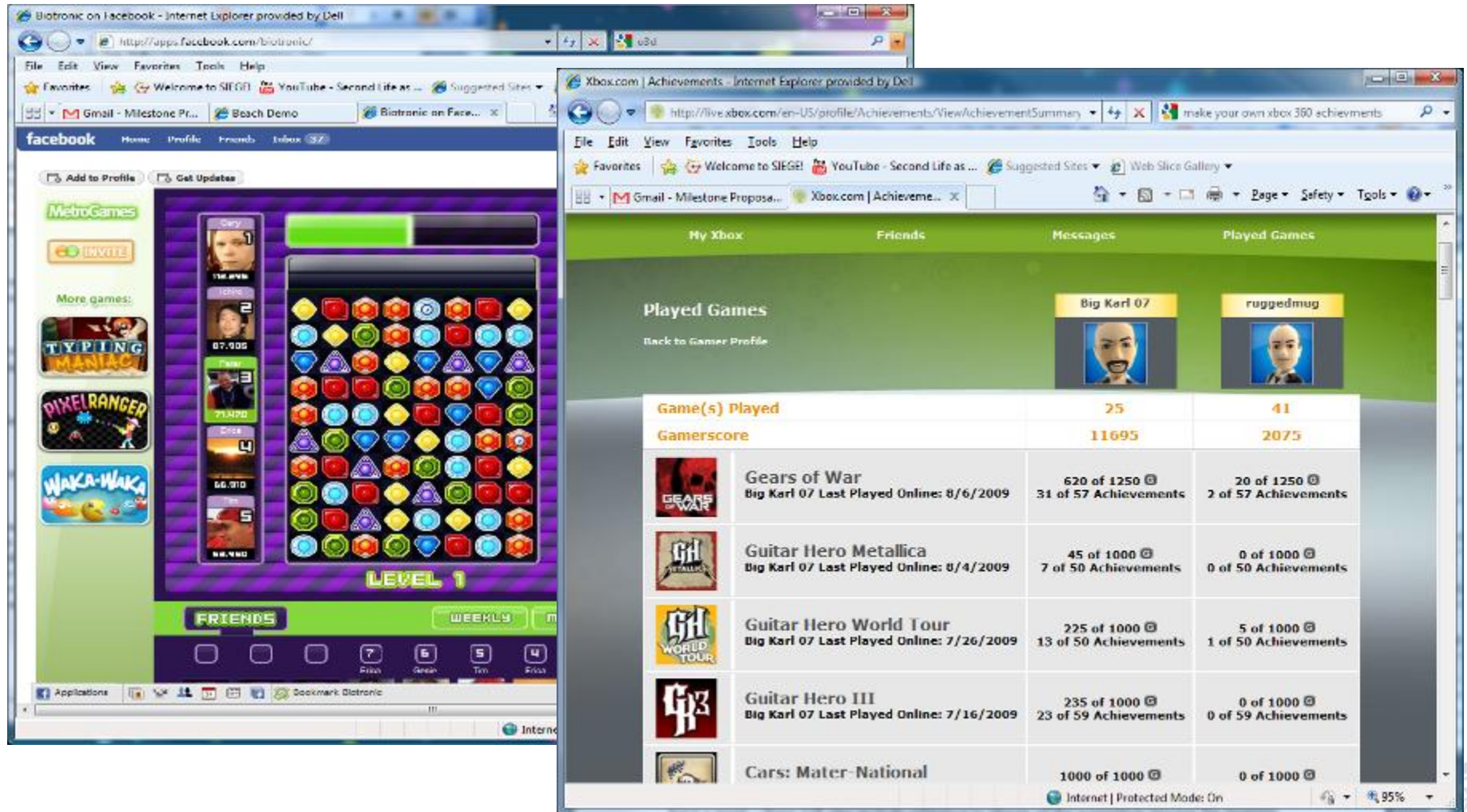


Conventional Web 2.0 Overview






- Incoming knowledge tools
 - Google RSS Reader – Cloud Blog reader, notes storage & sharing
 - LinkedIn business “group” connection making/tracking, Q&A
 - Twitter
 - Facebook social “group” software
- Outgoing knowledge tools
 - Wordpress Blog creator
 - Wiki
 - Microsoft Live Mesh & SkyDrive Live



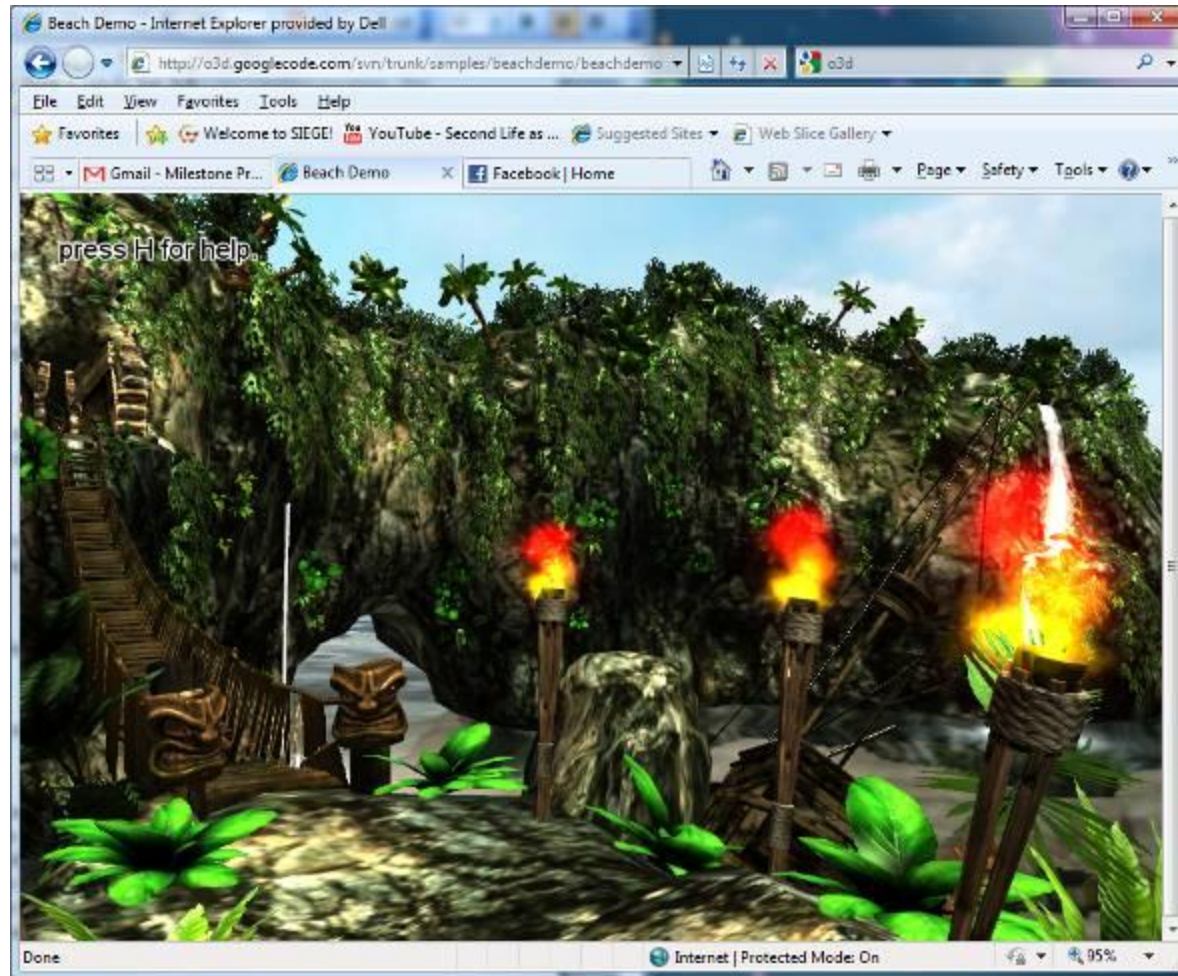
Knowledge Tracking and Storing



The left screenshot shows a Facebook application called 'MetroGames'. It features a grid of colorful achievement icons and a list of friends. The right screenshot shows the Xbox.com Achievements page for a user named 'Big Karl 07'. It displays a table of games played and their achievement progress.

Game(s) Played	25	41
Gamerscore	11695	2075
 Gears of War Big Karl 07 Last Played Online: 8/6/2009	620 of 1250 @ 31 of 57 Achievements	20 of 1250 @ 2 of 57 Achievements
 Guitar Hero Metallica Big Karl 07 Last Played Online: 8/4/2009	45 of 1000 @ 7 of 50 Achievements	0 of 1000 @ 0 of 50 Achievements
 Guitar Hero World Tour Big Karl 07 Last Played Online: 7/26/2009	225 of 1000 @ 13 of 50 Achievements	5 of 1000 @ 1 of 50 Achievements
 Guitar Hero III Big Karl 07 Last Played Online: 7/16/2009	235 of 1000 @ 23 of 59 Achievements	0 of 1000 @ 0 of 59 Achievements
 Cars: Mater-National	1000 of 1000 @	0 of 1000 @

In Browser 3-D



ACHIEVEMENT UNLOCKED
Immersive Learning Technology Presented

www.technology-ninja.com



Questions or Comments?

Peter Smith

Team Lead, Immersive Learning Technologies

peter.smith.ctr@adlnet.gov

+1.407.384.5572